STAR FLEET I™
The War Begins!™
Version 2.1

Apple® II+, IIe, IIc
Quick Reference Card

INVINCIBLE CLASS HEAVY CRUISER

by

CYGNUS™

STAR FLEET I
Quick Reference Card

COMMAND MENUS

CMD NO	COMMAND/TASK	ABBREVIATION
P1	Target Calculator *	TAR
P2	Long Range Sensors	LRS
P3	Mission Status Report	STA
P4	Damage Control *	DAM
P5	Navigation Control *	NAV
P6	Defensive Shields Control +	SHD
P7	Torpedo Control +	TOR
P8	Phaser Control +	PHA
P9	Ship's Computer (six tasks) *	CMP
P10	Select Secondary Command Menu	2ND
S1	Tractor Beam Control +	TRC
S2	Transporters Control +	TRN
S3	Mine Control +	MIN
S4	Internal Security Control +	SEC
S5	Region Map	MAP
S6	Save Game	SAV
S7	Stop Option	STO
S8	Sound Option	SND
C1	Reconn. Probes Launch Control +	PRO
C2	Auto Alert Switch	AAS
C3	No Operations +	NOP
C4	Starbase Status Report	BAS
C5	Emergency Hyperspace Maneuver +	HYP
C6	Self-Destruct Sequencer	SLF
C7	Primary Menu	PRI

P — Primary Menu
S — Secondary Menu
C — Computer Menu
+ — Command uses time
* — Command may or may not use time

Caution and Warning Panel Messages

Message	Description
ZLD PST	Indicates a hostile Zaldron is present in the quadrant
INTRD	Indicates an enemy intruder is aboard
BS ATK	Indicates one of your starbases is currently under attack
BS CTL	Indicates the starbase under attack has less than 25 percent shield strength remaining

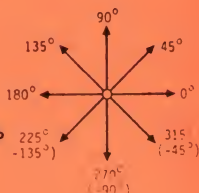### TACTICAL DISPLAY SYMBOLS

KRELLAN

ZALDRON

STARBASE
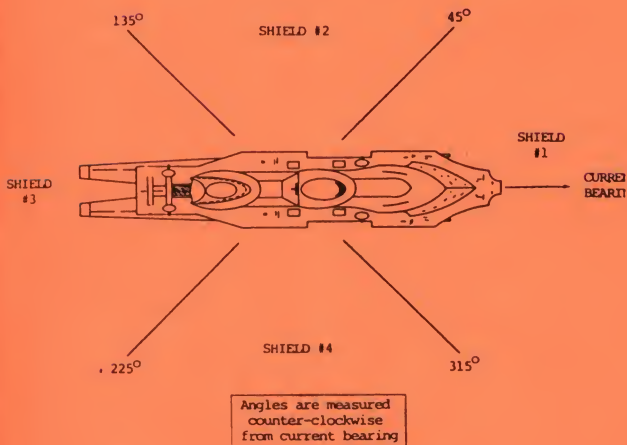
MINE

STAR

PLAYER'S SHIP

EMPTY SECTOR

NAVIGATION HEADINGS

90°
135°
45°
180°
0°
225° (-135°)
315° (-45°)
270° (-90°)

SHIELD CONTROL OPTIONS

Option	Description
C	Cancel the Command
L	Lower all shields to zero
B	Battle Entry Configuration
M	Maximum Strength Configuration
T	Total power allocation, 1/4 to each
I	Allocate power to each shield individually

DEFENSIVE SHIELDS LOCATION

Angles are measured
counter-clockwise
from current bearing

LIST OF YOUR SHIP'S DECKS,
PRIMARY FUNCTIONS, AND VULNERABLE SYSTEMS

DECK	PRIMARY FUNCTIONS	VULNERABLE SYS.
1	Upper Sensor Platform	SRS
2	Bridge	None
3	Main Sensor Platform, Senior Officers Quarters	LRS, SRS, PLS
4	Weapons Control, Sensors	Phasers, LRS
5	Weapons Control	Torpedo Control
6	Junior Officers Quarters, Galley	None
7	Crews Quarters, Life Support, Messrooms	PLS
8	Crews Quarters, Messrooms, Science Labs	None
9	Crews Quarters, Shuttle Bay, Torpedo Control	Torpedo Control
10	Navigation Computer, Mine Control, Shuttle Hangers	Nav. Computer, Mine Control
11	Shield Control, Repair Facilities, Main Computers	Shield Control
12	Tractor Beam, Life Support, Recreation Area	Tractor Beam, PLS
13	Life Support, Storage, Waste Recovery	PLS
14	Engineering, Batteries, Auxiliary Engines	Auxiliary Engines
15	Engineering, Transporters, Marine/Guest Quarters	Transporters, Auxiliary Engines
16	Engineering/Shield Generators, Storage, Food Preparation	Shield Control
17	Torpedo Room, Cargo Holds	Torpedo Control
18	Lower Sensor Platform, Engineering	SRS, PLS
19	Engineering/Main Engines	Main Engines
20	Engineering/Main Engines	Main Engines

Note:

LRS — Long Range Sensors
PLS — Primary Life Support System
SRS — Short Range Sensors

RANKS AND MISSION LEVELS

Rank	Mission Level
Cadet (Ensign)	1
Lieutenant JG	2
Lieutenant	3
Lt. Commander	4
Commander	5
Captain	6
Commodore	7
Rear Admiral	8
Vice Admiral	9
Admiral	10

LIST OF SHIP'S SYSTEMS

System	Status	E.R.T.
1. NAVIGATION COMPUTER	OPER	0.00
2. MAIN ENGINES	*INOP	2.62
3. AUXILIARY ENGINES	OPER	0.00
4. SHORT RANGE SENSORS	OPER	0.00
5. LONG RANGE SENSORS	OPER	0.00
6. SHIELDS CONTROL	OPER	0.00
7. TORPEDO CONTROL	OPER	0.00
8. PHASER CONTROL	*INOP	0.96
9. MINE CONTROL	OPER	0.00
10. TRACTOR BEAM	OPER	0.00
11. TRANSPORTERS	OPER	0.00
12. PRIMARY LIFE SUPPORT	OPER	0.00
13. BACKUP LIFE SUPPORT	OPER	0.00

The Estimated Repair Time (E.R.T.) is in days. Approximately 100 units of power for each day repair time will fix the damaged system.

SIGN-ON OPTIONS

Option	Purpose
C	Continue on to a new mission (exit options)
S	View your Service Record
P	Obtain your current standing towards promotion
F	List status of Star Fleet personnel
A	View another officer's Service Record
T	Play theme of universe creation
R	Resume a previously saved mission
M	Maintenance of data files

DECORATIONS AWARD LEVELS

Level	Decoration	Rank: 3-4	5-6	7-8	9-10
I	1. Star Fleet Citation for Gallantry 2. Prentares Ribbon of Commendation 3. Combat Action Ribbon	100	95	90	85
II	1. Silver Palm (4. with Oak Leaf Cluster) 2. Alliance Defense Service Medal 3. Distinguished Service Medal	105	100	95	90
III	1. Valcun Medal of Valour 2. Karagite Order of Heroism 3. Cross of Gallantry with Palm	110	105	100	95
IV	1. Iron Cross (4. with Shield) 2. Medal of Honor 3. Cross of Gallantry with Silver Star	115	110	105	100
V	1. Knight's Cross of the Iron Cross (4. with Swords) 2. Cross of Gallantry with Gold Star 3. Pour Le Merite	120	115	110	105
VI	1. Hero of the Alliance Gold Star (2. with Meteors) (3. with Meteors and Diamonds)	125 +	120 +	115 +	110 +

Mission Rating (%) shown for columns 3-4, 5-6, 7-8, 9-10.

Awards are not presented for level one or two games.